

WHAT IS CLAIMED IS:

1. An artificial eye assembly for an animated plush toy operative to animate a portion of plush contiguous to the eye assembly comprising:
 - one or more transparent, spherical members having a convex surface and a concave surface;
 - at least one three-dimensional border member partially surrounding and unitary with each spherical member; and
 - a plush-engaging member integral with each spherical member.
2. The artificial eye assembly of claim 1, wherein the plush-engaging member comprises:
 - a shaped member extending from the three-dimensional border member; and
 - a retaining post.
3. The artificial eye assembly of claim 2 wherein the retaining post is diametrically opposite the shaped member and extending outward from the spherical member concave surface.
4. The artificial eye assembly of claim 2, wherein the shaped member further comprises:
 - a stem attached to the three-dimensional border element; and
 - a crossplate with a forward edge.
5. The artificial eye assembly of claim 4, wherein the crossplate is curved to substantially correspond with the radial curvature of the spherical member.
6. The artificial eye assembly of claim 2, wherein the shaped member further comprises:
 - a stem attached to the three-dimensional border element; and
 - a boss and screw for securing the plush engaging member.

7. The artificial eye assembly of claim 5, wherein the crossplate resembles an eyelid when covered with plush.

8. The artificial eye assembly of claim 1, wherein the spherical elements are mirror images of each other.

9. The artificial eye assembly of claim 1, further comprising a rod interconnecting the spherical members.

10. The artificial eye assembly of claim 9 wherein the rod is operable to effect coordinated movement of the spherical elements.

11. The artificial eye assembly of claim 9 wherein the rod is operable to effect independent movement of the spherical elements.

12. An artificial eye for a toy wherein the toy comprises a body and a flexible body cover, the eye operative to animate a portion of body cover contiguous to the eye and comprising:

a transparent, spherical member having a convex surface and a concave surface;

at least one three-dimensional border member partially surrounding and unitary with the spherical member; and

a cover-engaging member integral with the spherical member.

13. The artificial eye of claim 12 wherein the cover-engaging member further comprises:

a curved plate substantially corresponding to the radial curvature of the spherical member; and

a stem projecting from the three-dimensional border element and radially spaces the curved plate from the spherical element.

14. The artificial eye of claim 12 wherein the pupil and iris are painted in the concave surface of the spherical member.

15. The artificial eye of claim 12, wherein the pupil and iris are inserted into the concave surface of the spherical member.

16. A method of attaching a plush covering of a toy to a movable artificial eye assembly to effect animation of the covering, wherein each eye of the assembly includes a retaining post and a plush engaging member having a stem with attached crossplate radially spaced from the eye, and the covering includes openings and a flap attached to a portion of each opening, wherein the flap is forked in two branches, each branch having a hole at its free end, the method comprising:

inserting a toy body into the plush covering;
aligning the body with the openings in the plush covering;
inserting the flaps into the body;
disposing the artificial eye assembly within the body; for each eye of the assembly

inserting the first and second branch of the flap between the crossplate and eye, each branch separated by the stem;

stretching the first branch across the back of the eye and placing the hole of the free end onto the retaining post; and

stretching the second branch across the back of the eye, partially overlapping the first branch and placing the hole of the free end onto the retaining post.

17. An artificial eye suitable for realistic use with a plush animated toy, comprising:

a transparent, spherical eyeball member including:
a convex surface,
a generally planar rear face located oppositely from the convex surface;
a concave surface substantially surrounded by the rear face;

at least one three-dimensional eyelid member partially surrounding and unitary with the spherical member; and

a tapering portion extending from the eyelid member to the rear face;

a pupil and iris member adjacent the concave surface and visible through the convex surface; and

a plushAnimating member.

18. The artificial eye of claim 17 wherein the plushAnimating member further comprises:

a shaped member extending from the three-dimensional eyelid member; and

a retaining post.

19. The artificial eye of claim 18 wherein the retaining post is diametrically opposite the shaped member and extending outward from the generally planar rear face.

20. The artificial eye of claim 19, wherein the shaped member further comprises:

a stem attached to the three-dimensional eyelid member; and

a crossplate with a forward edge wherein the crossplate is curved to substantially correspond with the radial curvature of the spherical eyeball.